Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-4. (canceled)

5. (previously presented) A computer-readable recording medium for a video game, with the medium recording a video game program for transforming a three-dimensional object having a shape defined with a plurality of vertexes, the program causing the computer;

to obtain the rotation angle of each joint in a virtual skeleton of the three-dimensional object constituted with a plurality of joints with each of the plurality of vertexes made to correspond to any one of the plurality of joints according to animation data defining the movement of the virtual skeleton at every frame display period; and

to calculate the rotation angle of the vertex on the basis of the obtained rotation angle of each joint and a weight predefined for the vertex corresponding to the joint, and to move the vertex according to the rotation angle at every frame display period,

wherein the vertex corresponding to the one joint is sorted with the weight predefined for the vertex; and

in the movement of the vertex, a determination is made whether the same weight as that predefined for the vertex moved immediately before is defined for the vertex to be moved;

when it is determined that the same weight as that predefined for the vertex moved immediately before is not defined for the vertex to be moved, the rotation angle of the vertex to be moved is calculated on the basis of the obtained rotation angle of the joint corresponding to the vertex to be moved and the weight predefined for the vertex to be moved, and data on the rotation angle is stored;

the vertex to be moved is moved according to the stored data on the rotation angle, and

when it is determined that the same weight as that predefined to the vertex moved immediately before is defined for the vertex to be moved, the vertex to be moved is moved according to the stored data on the rotation angle.

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6. (previously presented) A computer-readable recording medium for a video game, with the medium recording a video game program for transforming a three-dimensional object having a shape defined with a plurality of vertexes, the program causing the computer;

to obtain the rotation angle of each joint in a virtual skeleton of the three-dimensional object constituted with a plurality of joints with each of the plurality of vertexes made to correspond to any one of the plurality of joints according to animation data defining the movement of the virtual skeleton at every frame display period; and

to calculate the rotation angle of the vertex on the basis of the obtained rotation angle of each joint and a weight predefined for the vertex corresponding to the joint, and to move the vertex according to the rotation angle at every frame display period,

wherein in the movement of the vertex, a determination is made whether the same weight as that predefined for the already moved vertex among the vertexes corresponding to the same joints is defined for the vertex to be moved;

when it is determined that the same weight as that predefined for the already moved vertex among the vertexes corresponding to the same joints is not defined for the vertex to be moved, the rotation angle of the vertex is calculated according to the obtained rotation angle of the joint corresponding to the vertex to be moved and the weight predefined for the vertex to be moved, and the data on the rotation angle is associated with the weight of the vertex and stored;

the vertex to be moved is moved according to the calculated rotation angle; and

when it is determined that the same weight as that predefined for the already moved vertex among the vertexes corresponding to the same joints is defined for the vertex to be moved, the data on the rotation angle stored as associated with the weight predefined for the vertex to be moved is obtained, and the vertex to be moved is moved according to the data on the rotation angle.

7-12. (canceled)

13. (previously presented) A computer-readable recording medium for a video game, with the medium recording a video game program for transforming a three-dimensional object having a shape defined with a plurality of vertexes, the program causing the computer to perform:

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determining a joint position for each of a plurality of joints comprising a virtual skeleton of the three-dimensional object, the joint position being determined based on an obtained rotation angle for each of the plurality of joints;

receiving an initial position of a plurality of vertexes, each of the plurality of vertexes corresponding to one of the plurality of joints;

determining a second position for each of the plurality of vertexes based on the joint position of the corresponding joint and a weight predefined for the each of the plurality of vertexes; and

moving the each of the plurality of vertexes to their respective second position to transform the three-dimensional object,

wherein the weight predefined for the vertex corresponding to the joint comprises a first weight for a first of the plurality of vertexes and a second weight for the second of the plurality of vertexes, the second weight being different from the first weight.

14. (previously presented) A computer-readable recording medium for a video game as recited in claim 13, wherein the rotation angle for the vertex is determined using a conversion matrix for the joint and the conversion matrix is used to convert the animation data to a new position of the vertex during a frame of a sequence.

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